

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) An icon display system which displays a movable plurality of icons ~~movably on a visible~~ in a circular orbit as an icon train on a display screen, the system comprising:

~~a display icon management means for managing the plurality of icons displayed~~
[[on]] in the orbit according to a numerical upper limit;

~~a non-display icon management means for managing, in the case where one or more icons in excess of the upper limit are set selectable on the display screen, the one or more~~ displayed icons in excess of the upper limit as an invisible icon or icon train that is contiguous to the icon train displayed [[on]] in the orbit;

~~an icon train display updating means for updating [[an]] the icon train displayed~~
[[on]] in the orbit according to an external command ~~on the basis of information registered in the display and non-display icon management means, respectively; and~~

~~a visual effect means for having an icon newly registered as invisible in the non-display icon management means by updating of the icon train displayed on the orbit~~
disappear from the orbit with [[a]] visual effect, and having an icon newly registered as visible ~~in the display icon management means~~ appear [[on]] in the orbit with [[a]] visual effect[[.]] wherein.

a discontinuity is formed in the circular orbit and the icon newly registered as invisible disappears at the discontinuity of the orbit with visual effect, while the icon newly registered as visible appears at the discontinuity of the orbit with visual effect.

2. (Cancelled).

3. (Original) The icon display system as set forth in claim 1, wherein the icon train displayed on the orbit is updated by moving the icon train clockwise and/or counterclockwise along the orbit.

4. (Currently Amended) The icon display system as set forth in claim ~~[[2]]~~ 1, wherein in ~~[[the]]~~ a case where the number of icons set as ones selectable on the display screen is less than the upper limit, the discontinuity is erased from the circular orbit and the icon train is moved along the orbit according to an external command for moving the icon train.

5. (Currently Amended) An icon display method in which a plurality of icons are displayed movably ~~[[on]]~~ in a ~~visible~~ circular orbit as an icon train on a display screen, the method comprising ~~the steps of:~~

providing a display icon management table for managing the plurality of icons displayed ~~[[on]]~~ in the orbit according to a numerical upper limit; ~~[[and]]~~

providing a non-display icon management table for managing, ~~in the case where more than one icon in excess of the upper limit are set selectable on the display screen,~~

the one or more displayed icons in excess of the upper limit as an invisible icon or icon train that is contiguous to the icon train displayed ~~[[on]]~~ in the orbit;

~~updating means for updating~~ ~~[[an]]~~ the icon train displayed ~~[[on]]~~ in the orbit according to an external command on the basis of information registered in the display and non-display icon management tables, respectively; and

having an icon newly registered in the non-display icon management table, as a result of updating the icon train displayed on the orbit, disappear from the orbit with ~~[[a]]~~ visual effect, and having an icon newly registered in the display icon management table, ~~as a result of the updating,~~ appear ~~[[on]]~~ in the orbit with a visual effect~~[[.]]~~ wherein,

a discontinuity is formed in the circular orbit and an icon newly registered in the non-display icon management table is made to disappear at the discontinuity of the orbit with visual effect, while an icon newly registered in the display icon management table is made to appear at the discontinuity of the orbit with visual effect.

6. (Cancelled).

7. (Original) The icon display method as set forth in claim 5, wherein the icon train displayed on the orbit is updated by moving the icon train clockwise and/or counterclockwise along the orbit.

8. (Currently Amended) The icon display method as set forth in claim ~~[[6]]~~ 5, wherein in ~~[[the]]~~ a case where the number of icons set as ones selectable on the display screen is less than the upper limit, the discontinuity is erased from the circular

orbit and the icon train along the orbit is moved according to an external command for moving the icon train.

9. (Currently Amended) An electronic appliance in which a plurality of icons associated with different functions, respectively, are displayed movably ~~[[on]] in a visible~~ circular orbit on a display screen, and which implements a function associated with an icon selected on the display screen, the appliance comprising:

~~a display icon management~~ means for managing the plurality of icons displayed ~~[[on]] in~~ the orbit according to a numerical upper limit;

~~a non-display icon management~~ means for managing, ~~in the case where one or more icons in excess of the upper limit are set selectable on the display screen, the one or more~~ displayed icons in excess of the upper limit as an invisible icon or icon train that is contiguous to the icon train displayed ~~[[on]] in~~ the orbit;

~~an icon train display updating~~ means for updating ~~[[an]] the~~ icon train displayed ~~[[on]] in~~ the orbit according to an external command ~~on the basis of information registered in the display and non-display icon management means, respectively; and~~

~~a visual effect~~ means for having an icon newly registered as invisible ~~in the non-display icon management means due to updating of the icon train displayed on the orbit~~ disappear from the orbit with ~~[[a]]~~ visual effect, and having an icon newly registered as visible ~~in the display icon management means appear~~ ~~[[on]] in~~ the orbit with ~~[[a]]~~ visual effect~~[[.]]; wherein,~~

a discontinuity is formed in the circular orbit and the icon newly registered as invisible disappears at the discontinuity of the orbit with visual effect, while the icon newly registered as visible appears at the discontinuity of the orbit with visual effect.

10. (Cancelled).

11. (Original) The electronic appliance as set forth in claim 9, wherein the icon train displayed on the orbit is updated by moving the icon train clockwise and/or counterclockwise along the orbit.

12. (Currently Amended) The electronic appliance as set forth in claim ~~[[10]]~~ 9, wherein in ~~[[the]]~~ a case where the number of icons set as ones selectable on the display screen is less than the upper limit, the discontinuity is erased from the circular orbit and the icon train along the orbit is moved according to an external command for moving the icon train.

13. (Currently Amended) A computer readable media storing a computer program, that when run on a processor causes the processor to perform a method, the method comprising: ~~allowing a computer to function as:~~

~~an icon display means for displaying a~~ movable plurality of icons ~~movably on a visible in a~~ circular orbit on a display screen;

~~a display icon management means for~~ managing the plurality of icons displayed ~~[[on]]~~ in the orbit according to a numerical upper limit;

~~a non-display icon management means for managing, in the case where one or more icons in excess of the upper limit are set selectable on the display screen, the one or more~~ displayed icons in excess of the upper limit as an invisible icon or icon train that is contiguous to the icon train displayed ~~[[on]]~~ in the orbit;

~~an icon train display updating means for updating [[an]] the icon train displayed [[on]] in the orbit according to an external command on the basis of information registered in the display and non-display icon management means, respectively; and~~

~~a visual effect means for having an icon newly registered as invisible in the non-display icon management means by updating of the icon train displayed on the orbit disappear from the orbit with [[a]] visual effect, and having an icon newly registered as visible in the display icon management means appear [[on]] in the orbit with [[a]] visual effect~~ ~~[[.]]; wherein.~~

a discontinuity is formed in the circular orbit and the icon newly registered as invisible disappears at the discontinuity of the orbit with visual effect, while the icon newly registered as visible appears at the discontinuity of the orbit with visual effect.